

Oni



MANUAL

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers. and Games Hotline Numbers.

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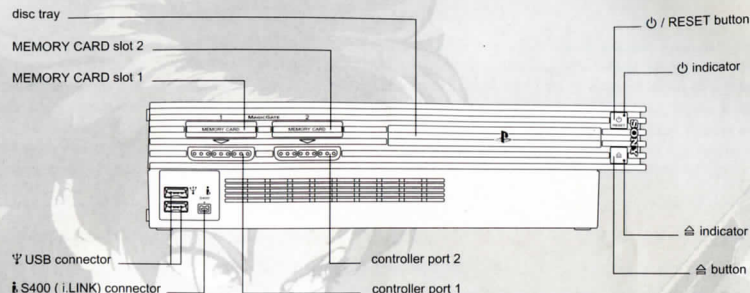
1 Player • Memory Card (8MB) (for PlayStation®2) : 135KB minimum • Analog Control Compatible: analog sticks • Vibration Function Compatible










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SETTING UP



1. Set up your PlayStation®2 according to the instructions in its instruction manual. Connect an analog controller (DUALSHOCK®) or an analog controller (DUALSHOCK®2). If you wish to save your Oni game, insert a memory card (8MB) (for PlayStation®2) with at least 135KB of free space into MEMORY CARD slot 1. Oni only supports MEMORY CARD slot 1.
2. Press the MAIN POWER switch ON. The power indicator  will be red.
3. Press the OPEN button . The disc tray will open, the power indicator  will turn green, and the OPEN indicator  will flash blue. The OPEN indicator  will stay a solid blue when the disc tray has stopped moving.
4. Insert the Oni disc, label side up, into the PlayStation®2, and press the OPEN button . The disc tray will close.
5. If the PlayStation®2 logo, and subsequently the Rockstar logo, do not appear, press the OPEN button . The disc tray will open. Ensure that the Oni disc is properly inserted, and press the OPEN button  again. If the game does not load, press the MAIN POWER switch OFF; ensure that your PlayStation®2 is set up correctly, press the MAIN POWER switch ON again, and then press the power/RESET button .
6. It is also recommended that you do not insert or remove peripherals once the power is turned on. Do not reset, power down, or remove the memory card (8MB) (for PlayStation®2) from the PlayStation®2 during loading/saving, as this may destroy data.

NOTE: Oni does not support the digital Controller.

PRE-MISSION BRIEFING

It's 2032 and the world isn't what it used to be.

We have one government where there used to be hundreds.

Big brother is alive and well.

Things are pretty good in the big cities if you don't mind the fact that the World Coalition Government tracks your every move. They claim they do it in the interest of the common good but it can make you feel insignificant and helpless. No matter where you go "they" are watching you.

In the cities most people have enough money to live quite well by the standards of the old world. An average family can afford a nice place to live, a timeshare on a vehicle and a terminal that links them to the WorldNet. For most it's an acceptable payoff for a near total loss of privacy and systematic violations of our personal freedoms.

It's best not to think about life outside the cities. The powers that be would never admit it, but the air has gone bad. The forbidden zones they euphemistically call "Wilderness Preserves" are actually massive tracts of quarantined land.

The poor bastards who can't afford to live in the cities get as close to the atmosphere processors as they can and eke out a miserable (and dangerous) existence working on the reclamation teams who beat back the corrosive stain of the wilderness.

From time to time someone tries to improve public awareness of the ecological nightmare but the World Coalition Government controls the media and silences them before any outcry can gain momentum. Despite this repression, there is a growing awareness that something has gone horribly wrong and that something has to be done.

Something has to give. It's only a matter of time.

THE WORLD COALITION GOVERNMENT

On January 12th, 2032 the newborn World Coalition Government annexed 80% of the countries of the world. The holdouts both reconsidered and signed treaties or were "dissolved" in a matter of months.

The leaders of the new regime gave us all kinds of rationalisations for their actions, ranging from endless border skirmishes between impoverished nations to environmental problems that they claimed could only be solved if all of the "citizens of earth" worked together.

If the truth were told, it was all about the money.

Years of boom markets and reckless spending finally took their toll, leaving small countries bankrupt and superpowers teetering on the brink of collapse. By uniting the economies of the world all of the old debt was erased and everyone got a clean slate. It was a real mess but at the time it seemed like the only way out.

At first the World Coalition Government gave a lot of lip service to representing the annexed governments. There was even an advisory council modelled on the United Nations. As the representatives began to enjoy the benefits of a global marketplace they fell silent. In a matter of years all traces of the old governments faded away. It was an economic coup on an unprecedented scale.

The World Coalition Government accomplished most of what they promised. They created "peacekeeping forces" capable of putting down any infighting and they turned around the economy.

What they don't tell you is that the poor stayed poor and there are more of them than ever before. Sure, we have bright and beautiful cities, but we pay for them by sacrificing our freedom and the well being of most of our population to the so-called "greater good."

It is a golden age for the privileged. Their ivory towers are everything we hoped the future would be.

THE TECHNOLOGY CRIMES TASK FORCE (TCTF)

One of the excuses the World Coalition Government used to grab the reigns was the use of biological weapons by a few of the countries involved in border skirmishes at the time.

Biotech is to us what nukes were to our great grandparents - an emerging technology that scares the hell out of the ignorant. Everyone was terrified that some genetically engineered super virus would spread farther than its creators intended. Horror stories of weapons that made your bones melt and your eyes explode blinded the public to the less tangible threat of a totalitarian government.

Once the puppet masters behind the World Coalition Government had what they wanted they continued to exploit techno-phobia to keep them on top. They told us that abuse of technology was the enemy and that the Technology Crimes Task Force was our guardian. In the name of the common good they granted the TCTF blanket authority to investigate wherever and however they saw fit.

Sure, the TCTF does everything it is supposed to. They keep most of the "cyber drugs" and illegal weapons off the streets, but law enforcement is a smokescreen to excuse their actual purpose.

The World Coalition Government uses the TCTF to control the evolution and distribution of new technologies. They suppress anything that could be used to undermine their authority. Their investigations are also used to violate the rights of anyone deemed "dangerous" by the World Coalition Government.

The real abuse of technology begins and ends with the government and its TCTF enforcers.

THE SYNDICATE

In the shadows of the cities the Syndicate thrives by providing the desperate and the downtrodden with the opiates they need to distract themselves and the weapons they need to kill each other.

When you really think about the power the TCTF wields it makes you wonder how the Syndicate has survived. There are a lot of theories: some say the World Coalition Government lets the Syndicate slide because they keep the underclass down. Others claim a connection between the Syndicate and the remnants of the countries erased by the World Coalition Government's land grab.

No matter what the truth is behind the Syndicate's existence one thing is for sure – the growing power of the Syndicate is due to one man, Boss Muro. Muro came out of nowhere less than ten years ago and took out all of the old Bosses. He runs the whole show now. Since he became Boss, things have gone from bad to worse. The TCTF doesn't like him. They have been at war with him for years but so far he has stayed one step ahead of the game.

YOU AND YOUR JOB

You are Konoko, a specially trained agent of the Technology Crimes Task Force, charged with your first mission. Your instincts tell you that something insidious is afoot as you infiltrate the cold underworld of the Syndicate. Commander Griffin, Regional Commander of the TCTF, is your mentor, boss, and even father figure. Shinatama is your SLD assistant, confidante, companion, and friend, and the two of you share a special bond, one that is both neural and emotional.

TECH NOTE 1

The World Coalition Government realises the extent of the ecological damage and has the ability to reverse a lot of it but has decided not to. It is in their best interest to maintain the centralisation of wealth so the large population centres are preserved while "third world" regions are not. As a bonus the mounting death toll solves some of their overpopulation problems.

TECH NOTE 2

Shinatama is an SLD, or Simulated Life Doll. The SLDs were the first attempt to create an android – a manufactured organism whose systems and structures imitate human biology. An SLD breathes, eats, sweats and can feel pain. They aren't actually human so are more durable than their flesh and blood counterparts. The brain of an SLD is created from the patterns and engrams of a human brain, often forming a close bond or link between the SLD and its human "pattern."

SLDs are cutting edge technology and as such are closely monitored by the TCTF. There are very few of them and most are modelled after children because the smaller bodies are easier to create (and easier to control if they run amok). The TCTF is experimenting with using "adult" SLDs as field agents because of their exceptional strength and intelligence.

The Syndicate has also been experimenting with SLD technology, but their efforts have been progressing much more quickly without all the rigorous safeguards used by more respectable scientists. The Tankers are the result of this experimentation: super tough, super strong SLD warriors with a seriously bad attitude.

MENU NAVIGATION

On-screen button prompts will be provided on all menu screens, but the general rule is that the **X** button is used to select highlighted options/advance to the next screen, the **Δ** button is used to cancel operations/return to the previous screen, and the directional buttons are used to navigate through the menus.

OPTIONS

In the Options Menu you will be able to change a multitude of gameplay variables: Difficulty, Sound, Screen Brightness, Vibration, Subtitles, and Controller Configuration can be tailored to suit your preferences.

Note on Inverted Aiming: On the Controller Configuration Screen you will be able to toggle Inverted Aiming On and Off. Inverted Aiming simply switches Up and Down on the right analog stick. Experiment to see which arrangement you prefer.



CONTROLS

X button – Activate (Open doors, talk to Non-player characters, activate consoles)

Δ button – Drop Weapon

□ button – Reload Weapon

○ button – Use Hypo

L1 button – Jump

L2 button – Crouch

R1 button – Punch (fire weapon while armed)

R2 button – Kick

Left analog stick – Movement

Right analog stick – Camera Control

R3 button – Pick up weapon/item, Holster and Unholster weapons

GAME MODES

Oni is a one-player game. It's just you, on your own, matching wits and blows with the Syndicate.

TCTF Training - this is where your game begins. Utilise this training facility as if your life depends on it - because it does. Take the time and put in the effort to master all of your moves, because Boss Muro and his Syndicate are not fooling around. Remember the time-honoured axiom: Practice - you don't win just by doing it, but you can't win without it.

Note: TCTF Training is optional. To bypass TCTF Training, select Load Game instead of New Game on the Main Menu, and select Syndicate Warehouse.

SAVING, LOADING AND OVERWRITING

SAVING A GAME

Insert a Memory Card (8MB) (for PlayStation® 2) with at least 135KB of free space into MEMORY CARD slot 1. If you do not have enough free space, and your memory card (8MB) (for PlayStation®2) is inserted prior to the booting procedure, a message will appear informing you of how much free space you need in order to save your Oni game. You will be given the option to continue without saving; if you choose this option and begin a new game, your progress will only be saved until you turn the game off. To free up space on your Memory Card (8MB) (for PlayStation® 2) refer to your PlayStation®2 instruction manual. Oni is an auto-save game; this means that your progress will be automatically saved every time you reach a save point (by completing certain missions and/or objectives). You will only be able to have one saved game going at a time, and only one Oni game can exist on your Memory Card (8MB) (for PlayStation® 2). Because there will only be one saved game per Memory Card (8MB) (for PlayStation® 2), you will not be able to enter your name or customize the saved game name. If an unformatted Memory Card (8MB) (for PlayStation® 2) is inserted, the game will prompt you to format the Memory Card (8MB) (for PlayStation® 2) when you begin a new game. If you wish to save your Oni game on that Memory Card (8MB) (for PlayStation® 2), select YES - format and press the X button to confirm the prompt to format.

LOADING/OVERWRITING A SAVED GAME

Insert a Memory Card (8MB) (for PlayStation® 2) with a previously saved Oni game on it into MEMORY CARD slot 1. On the Main Menu you will be able to choose to load your previously existing game, or to start a new game.

WARNING:

If you choose to load, you will be presented with a list of all the save points you have reached in your saved game. You may enter gameplay at any of these points. Even if you enter gameplay at a save point that is earlier in the game than the last save point you reached, your later game saves will still be available to you. Once you begin to advance through the game from that earlier save point, however, your new progress will overwrite your old progress, one save point at a time. For example, let's say you have a saved Oni game and you've reached 6 save points. You're not satisfied with your progress, however, so you load from save point 2. Your prior game progress at save points 3 through 6 will remain intact until you reach each of those individual save points. Once you re-access save point 3 (and 4, and 5 and 6, one by one), your new progress will automatically overwrite your old progress.

MOVES

Run, Konoko, Run! - Lord knows that's what you'll be doing a lot of in this game, but you are by no means a one-dimensional coward! Here are just some of the slick and/or gravity-defying moves you'll be able to perform, and how to pull them off:



Escape Moves - Press CROUCH + any DIRECTION. These are useful for avoiding hand-to-hand attacks and picking up objects!



Jump Flip - JUMP, then press CROUCH while in mid-air. Perform higher and longer jumps with flip. Also a great attack move!



Slide - While dashing press CROUCH to avoid traps, knock enemies off their feet, or pick up objects!



Throw - While standing next to an enemy press FORWARD (into the body of your enemy) + PUNCH or KICK. Try throwing from various angles to get different results.



Running Throw - While running towards an enemy press KICK. Great move if you don't have time to slow down!



Sledgehammer Heel - Press PUNCH, PUNCH then KICK. Slow move to get off but very, very powerful! Use with Caution.



Block - Face your enemy and don't press any buttons to block normal attacks. Crouch to block low attacks.



Disarm - While standing next to an armed enemy press FORWARD (into the body of your enemy) + PUNCH. Try from different locations for different results.



Backbreaker - When standing behind an enemy hit FORWARD (into the body of your enemy) + KICK. Few enemies can survive such a brutal assault!

As Konoko progresses deeper into the Syndicate netherworld, she will become stronger and develop the capacity for special moves. You will be notified.

WEAPONS

Dose of Reality – Unlike many other games of the genre, in Oni you can carry only one weapon at a time; this will force you to strategize. The Syndicate will have to be brought down with Konoko's brains as well as her brawn.



Name	Campbell Equaliser Mk4
Ammunition Type	Ballistic Ammo
Magazine Capacity	10 rounds
Fire Rate	5 rounds per second

The Equaliser is the standard issue TCTF sidearm. It has undergone a number of refinements since the original model appeared during the World Coalition Government's rise to power.

Hint: This weapon has high recoil. Compensate when firing on full auto.



Name	Hughes Black Adder SMG
Ammunition Type	Ballistic Ammo
Magazine Capacity	30 rounds
Fire Rate	12 rounds per second

Manufactured around the world in dozens of illegal factories, the Black Adder SMG is the weapon of choice for violent criminals, terrorists, and Syndicate assault troops.

Hint: Deadly at close range, but only useful for suppression fire beyond 6 meters.



Name	SML3 Plasma Rifle
Ammunition Type	Energy Cells
Magazine Capacity	10 rounds
Fire Rate	1.1 rounds per second

The SML3 Plasma Rifle fires bursts of superheated plasma, encased in a 1.2 kT magnetic field, which explode upon impact.

Hint: Bursts accelerate rapidly during flight. Lead moving targets appropriately.



Name	Phase Stream Projector
Ammunition Type	Energy Cells
Magazine Capacity	300 Units
Fire Rate	Continuous

This device is a miniaturized version of the vehicle-mounted phase projectors deployed during the Freedom Riots of 2012. It emits a continuous beam of energy that can stagger or topple enemies.

Hint: To aim, direct the weapon's energy beam.



Name	SBG Man-Portable Mortar
Ammunition Type	Ballistic Ammo
Magazine Capacity	4 rounds
Fire Rate	1 round per 2 seconds

Scatter-pack Ballistic Grenade Man-Portable Mortar is too much of a mouthful, so troops all over the world simply refer to this weapon as the Superball Gun!

Hint: Fire normally for a default scatter pattern. To surprise your enemies with a carom, hold the trigger when firing to bounce shots, and then release to detonate.



Name Van de Graaff (VDG) Pistol
Ammunition Type Energy Cells
Magazine Capacity 5 rounds
Fire Rate 1 round per 3.1 seconds

An extrapolation of fundamental electrical principles, the VDG Pistol is the ultimate "stun gun." Each shot is high voltage/low amperage, so it causes minimal physical harm.

Hint: Shots disable one or more enemies at close range. Attack or escape while victims are disoriented.



Name Scram Cannon
Ammunition Type Ballistic Ammo
Magazine Capacity 5 rounds
Fire Rate 1 swarm per 2.5 seconds

The Scram Cannon is the most indiscriminate weapon of terror in the Syndicate's arsenal! Its homing missile swarms "scramble" toward targets moments after launch.

Hint: Missile warheads are inactive at close range. For best results, give swarms space to home in on their targets.



Name Mercury Bow
Ammunition Type Ballistic Ammo
Magazine Capacity 2 rounds
Fire Rate 1 round per 5 seconds

Unlike its low-tech namesakes, this "bow" fires a compressed sliver of frozen mercury at ultra-high velocity. Damage comes both from the initial trauma of impact, and subsequent mercury poisoning.

Hint: Kills all but the strongest enemies with one shot. The bow must re-freeze after firing, and thus has a slow cycle-rate.



Name Screaming Cannon
Ammunition Type Energy Cells
Magazine Capacity 6 rounds
Fire Rate 1 round per 10 seconds

This weapon fires capsules that release a mysterious entity known as a Screaming Cell. These creatures seem to exist out of Earth phase, but feed on life force and are drawn to it when freed.

Hint: The cannon masks its wielder's life force from the entity, but any life that ventures too near it will be drained.



Name Wave Motion Cannon

No further data has been recorded about this weapon. This massive weapons array has been under development by Syndicate scientists for some time. Normally vehicle-mounted, it would require superhuman strength to lift or fire!

Hint: Try pressing other attack buttons for alternate fire modes.

CHARACTERS

Name: Konoko



Bio Data:

Orphaned at the age of 3, the woman now code-named Konoko has been raised as a ward of the World Coalition Government ever since. Her upbringing has been overseen by a legion of scientists and TCTF personnel, and she has been trained in the most advanced combat and counter-terrorism techniques.

Strengths:

Master of hand-to-hand combat, expert marksman.

Special Moves:

Rising Fury Punch
Devil Spin Kick
Twister Kick

Weaknesses:

Emotional attachment to the Shinatama SLD.

Description:

Konoko has been raised by the TCTF for as long as she can remember. She knows that she is somehow "different" from other people, but she is anxious to prove herself to Commander Griffin and the rest of the TCTF.

Name: Shinatama



Bio Data:

Shinatama is an SLD (simulated life doll) android, responsible for co-ordinating the entire regional communications spine at TCTF regional headquarters.

Strengths: Extensive knowledge of TCTF operational data and security protocols.

Special Moves:

None

Weaknesses:

Non-combatant.

Description:

Shinatama is neurally linked to Konoko and can communicate with her at all times. The neural link gives Konoko full access to Shinatama's scanning technology and knowledge database.

Name: Commander Griffin



Bio Data:

Regional Commander of the Technology Crimes Task Force. Currently on reserve status in the TCTF Black Ops duty roster.

Strengths:

Skilled in hand-to-hand combat, master marksman.

Special Moves:

None

Weaknesses:

None

Description:

As a Regional Commander, Griffin enjoys total control of the personnel and equipment within his region. A cunning and dogged leader, Griffin's enemies know that he will stop at nothing to maintain order and civil control.

TCTF TACTICAL

Name: TCTF – Tactical Trooper



Bio Data:

Tac-Ops troopers form the bulk of the fighting forces of the TCTF.

Strengths:

Skilled in hand-to-hand combat, skilled marksman.

Special Moves:

Leaping Hammer Punch.

Weaknesses:

Slow reaction speed. Weak Special Moves.

Description:

Well armoured and well trained, the TCTF Tactical trooper is more than a match for his closest Syndicate counterpart, the Grunt Striker, but the TCTF Troopers are always outnumbered by their Syndicate adversaries.

TCTF SWAT

Name: TCTF – SWAT Trooper

Bio Data:

TCTF SWAT Troopers are the elite agents of the TCTF.

Strengths:

Expert in hand-to-hand combat, skilled marksman, powerful Special Moves.

Special Moves:

Lion Axe, Lion Fist, Flying Cross.

Weaknesses:

Slow reaction speed.

Description:

Unlike contemporary SWAT troopers TCTF SWAT are often deployed alone or in concert with standard Tac-Ops troopers. Often just the sight of these armoured giants is enough to make renegade lawbreakers surrender outright.

BLACK OPS TACTICAL

Name: Black Ops – Tactical Trooper

Bio Data:

Black Ops tactical troopers form a special unit promoted from the elite of the TCTF.

Strengths:

Expert in hand-to-hand combat, skilled marksman.

Special Moves:

Leaping Hammer Punch.

Weaknesses:

Fair reaction speed. Weak Special Moves.

Description:

Better trained and better armored than a TCTF Tactical trooper, and unfettered by conscience, the Black Ops Tactical Trooper is a deadly foe.

BLACK OPS SWAT

Name: Black Ops – SWAT Trooper

Bio Data:

Black Ops SWAT Troopers are the ultimate enforcers of the TCTF.

Strengths:

Expert in hand-to-hand combat, skilled marksman.

Special Moves:

None.

Weaknesses:

None.

Description:

Highly skilled in lethal close-combat techniques, the Black Ops Swat Trooper is deadly and merciless.

They are only unleashed against the toughest and most dangerous foes of the WCG.

SNIPER

Name: Mercenary Sniper



Bio Data:

Mercenary Snipers are long-ranged specialist assassins that sell their services to the highest bidder.

Strengths:

Trained in hand-to-hand combat, master marksman.

Special Moves:

None.

Weaknesses:

Physically weak.

Description:

Mercenary Snipers are veterans of the Uprising War that left the World Coalition Government in control of the globe. The oppressive nature of the WCG has left the mercenaries with numerous opportunities to hone their skills equally on enemies of the state and high-ranking government officials.

COMMUNICATIONS TROOPER

Name: Comm Trooper



Bio Data:

Comm Troopers are the communications specialists for the Syndicate.

Strengths:

Trained in hand-to-hand combat, skilled marksman.

Special Moves:

Static Fist.

Weaknesses:

Physically weak.

Description:

Comm Troopers maintain communications between Syndicate assault squads, and serve as field computer specialists.

STRIKER GREEN

Name: Striker – Grunt Class (green)



Bio Data:

Strikers are the foot soldiers of the Syndicate criminal organisation. Grunts are the lowest rank of Syndicate Strikers.

Strengths:

Trained in hand-to-hand combat, trained marksman.

Special Moves:

None

Weaknesses:

Reaction speed is slow, combat repertoire is limited.

Description:

Though they are weak individually, Grunt Strikers often appear in numbers, augmenting their limited fighting and shooting skills.

STRIKER BLUE

Name: Striker – Hoplite Class (blue)



Bio Data:

Strikers are the foot soldiers of the Syndicate criminal organisation. Hoplites are the middle ranking Syndicate Strikers.

Strengths:

Skilled in hand-to-hand combat, skilled marksman.

Special Moves:

Striker Slam Punch

Weaknesses:

Favours high-risk combat manoeuvres (jumping attacks). Limited range on their Special Move.

Description:

Hoplites are often deployed in support of weaker Syndicate troops. Hoplites earned their nickname through their flashy fighting style; they will often favour combat manoeuvres that leave them vulnerable but can score high damage hits on their opponents.

STRIKER RED

Name: Striker – Hussar Class (red)



Bio Data:

Strikers are the foot soldiers of the Syndicate criminal organisation. Hussars are the highest-ranking Syndicate Strikers.

Strengths:

Expert in hand-to-hand combat, skilled marksman, powerful Special Moves.

Special Moves:

Striker Slam Punch, Headbutt Dash.

Weaknesses:

Headbutt Dash Special Move leaves them vulnerable.

Description:

Hussars are the most powerful class of Strikers and only appear on missions of the utmost importance. They are suspected to have undergone extensive physical modification and wear heavily armoured uniforms.

NINJA GREEN

Name: Ninja – Infiltrator Class (green)



Bio Data:

Ninjas are the spies and assassins of the Syndicate criminal organisation. Infiltrators are the lowest-ranking Syndicate Ninjas.

Strengths:

Expert in hand-to-hand combat, skilled marksman, powerful Special Moves.

Special Moves:

Volt Stomp, Volt Suplex.

Weaknesses:

Physically weak.

Description:

Syndicate Ninjas are trained to operate alone, each one an expert hand-to-hand fighter with a number of deadly Special Moves. Infiltrator class ninjas are dispatched primarily on missions of information gathering or observation.

NINJA BLUE

Name: Ninja – Eliminator Class (blue)

Bio Data:

Ninjas are the spies and assassins of the Syndicate criminal organisation. Eliminators are the mid-ranking Syndicate Ninjas.

Strengths:

Expert in hand-to-hand combat, skilled marksman, powerful Special Moves.

Special Moves:

Volt Stomp, Volt Suplex, Skorp Kick.

Weaknesses:

Physically weak.

Description:

Eliminators are the Syndicate assassins, often dispatched with Infiltrator class ninjas in support.

NINJA RED

Name: Ninja – Avenger Class (red)

Bio Data:

Ninjas are the spies and assassins of the Syndicate criminal organisation. Avengers are the highest-ranking Syndicate Ninjas.

Strengths:

Expert in hand-to-hand combat, skilled marksman, powerful Special Moves.

Special Moves:

Volt Stomp, Volt Suplex, Skorp Kick, Lightning Driver.

Weaknesses:

Physically weak.

Description:

Avenger class ninjas have been personally trained by Mukade, the Syndicate master assassin. Avengers are dispatched at his direction, often to eliminate the most powerful enemies of the Syndicate.

FURY GREEN

Name: Fury – Harridan Class (green)

Bio Data:

The Furies are command-level Syndicate assault troops. Harridans are the lowest ranking Syndicate Furies.

Strengths:

Expert in hand-to-hand combat, skilled marksman.

Special Moves:

Foot Stomp.

Weaknesses:

Physically weak.

Description:

Furies are deployed as field commanders for large numbers of Syndicate assault troops.

Harridans co-ordinate the activities of between 2 to 4 squads in the field.

FURY BLUE

Name: Fury – Banshee Class (blue)

Bio Data:

The Furies are command-level Syndicate assault troops. Banshees are mid-ranking Syndicate Furies.

Strengths:

Expert in hand-to-hand combat, skilled marksman.

Special Moves:

Foot Stomp, Whirl Kick.

Weaknesses:

Physically weak.

Description:

Banshees oversee critical Syndicate operations, or act as personal aides and bodyguards to Syndicate senior staff.

FURY RED

Name: Fury – Valkyrie Class (red)

Bio Data:

The Furies are command-level Syndicate assault troops. Valkyries are the highest-ranking Syndicate Furies.

Strengths:

Expert in hand-to-hand combat, skilled marksman.

Special Moves:

Foot Stomp, Whirl Kick, Ten-Shadow Punch.

Weaknesses:

Physically weak.

Description:

The Valkyries are Muro's personal aides and bodyguards. Their presence always indicates his personal involvement in an operation.

ELITE GREEN

Name: Elite Striker – Ogre Class (green)

Bio Data:

Elite Strikers are the most powerful Syndicate troops. Ogres are the lowest class of Elite Strikers.

Strengths:

Skilled in hand-to-hand combat, trained marksman, enhanced physical strength.

Special Moves:

Cannonball Roll.

Weaknesses:

Slow reaction speed. Cannonball Special Move leaves them vulnerable.

Description:

Elite Strikers provide tremendous combat power in support of Syndicate assault troops. Though they appear slow and lumbering, their fighting style makes the most of their great physical strength. Ogre class Elites are dispatched in support of smaller, weaker assault troops.

ELITE BLUE

Name: Elite Striker – Giant Class (blue)

Bio Data:

Elite Strikers are the most powerful Syndicate troops. Giants are mid-ranking Elite Strikers.

Strengths:

Skilled in hand-to-hand combat, trained marksman, enhanced physical strength.

Special Moves:

Cannonball Roll, Whirling Dervish.

Weaknesses:

Slow reaction speed. Cannonball Special Move leaves them vulnerable.

Description:

Giant class Elite Strikers function like living tanks: wading through battle while shaking off tremendous amounts of physical damage.

ELITE RED

Name: Elite Striker – Titan Class (red)



Bio Data:

Elite Strikers are the most powerful Syndicate troops. Titans are the highest-ranking Elite Strikers.

Strengths:

Expert in hand-to-hand combat, trained marksman, enhanced physical strength.

Special Moves:

Cannonball Roll, Whirling Dervish, Crucifix Punch.

Weaknesses:

Slow reaction speed. Cannonball Special Move leaves them vulnerable.

Description:

Titan class Elite Strikers are only rumoured to exist. Though no living witnesses exist to confirm reports, it is said that the Titan class Elites can absorb incredible amounts of punishment and emerge alive.

TANKER GREEN

Name: Tanker – Skirmisher Class (green)

Bio Data:

Tankers are illegal SLD androids created by the Syndicate. Skirmishers are the lowest class of Tanker SLDs.

Strengths:

Skilled in hand-to-hand combat, trained marksman, enhanced physical strength.

Special Moves:

Hover Kick.

Weaknesses:

Limited range on Hover Kick Special Move.

Description:

In defiance of WCG law the Syndicate has moved forward on the development of physically mature SLD androids. Tankers are based on the engram patterns of a particularly obnoxious Syndicate commander with a penchant for professional wrestling.

Skirmishers are the earliest models created by the Syndicate and so are the least refined.

TANKER BLUE

Name: Tanker – Brawler Class (blue)

Bio Data:

Tankers are illegal SLD androids created by the Syndicate. Brawlers are the mid-level class of Tanker SLDs.

Strengths:

Skilled in hand-to-hand combat, trained marksman, enhanced physical strength.

Special Moves:

Nuclear Tackle, Blockbuster.

Weaknesses:

Nuclear Tackle Special Move leaves them vulnerable and prone.

Description:

Brawlers are considerably more advanced than the previous Tanker models, and are better able to harness their artificial strength.

TANKER RED

Name: Tanker – Crusher Class (red)



Bio Data:

Tankers are illegal SLD androids created by the Syndicate. Crushers are the highest level class of Tanker SLDs.

Strengths:

Expert in hand-to-hand combat, trained marksman, enhanced physical strength.

Special Moves:

Nuclear Tackle, Blockbuster, Atomic Elbow Drop.

Weaknesses:

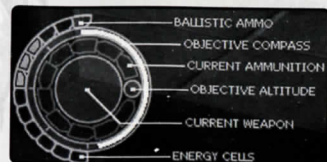
Nuclear Tackle Special Move leaves them vulnerable and prone.

Description:

The Crusher class of SLD is a very recent addition to the Syndicate forces. Faster and stronger than all of its predecessors, the Crusher class is the ultimate expression of SLD combat technology.

ON-SCREEN DISPLAY

These two display meters provide all of Konoko's vital statistics, and are found on the lower left and right sections of the screen display during gameplay.



INVENTORY ITEMS

You will find many handy items scattered about the game's landscape; be sure to scour all areas thoroughly, as you never know what can be found where. Here are just some of the items you will find:



Ballistic Ammo - Reload Weapon

Co-ordinating the arms of mercenary and corporate forces during the Great Uprising had WCG researchers scrambling to solve their logistical problems. Their solution was modular, generic casings and projectiles loaded with mission-specific ordnance payloads. "Blank bullets" allowed modular components to adapt and reload any ballistic weapon on the battlefield.

Hint: Reloading a weapon takes time. Plan accordingly.



Energy Cell - Reload Weapon

Governments and markets welcomed the emergence of the World Coalition Government, or were crushed beneath it. As hostilities subsided the WCG began to standardise "fundamental technical elements" across all market regions. The Ubiquitous Energy Cell has replaced all other portable power sources.

Hint: The short span of time needed to reload can be all an enemy needs. Find a safe haven to reload in.



Hypo Spray - Recover Health

Hypo sprays deliver stimulants, analgesics, and active neuro-biological reinforcing elements through a sub-dermal injector. The solution takes time to act on the body: further trauma while it is active reduce the hypo's maximum healing potential. Even a few hits will cancel the effect altogether. Multiple hypos can be activated at once to extend the maximum healing range.

Hint: Hypo near full health for temporary Daodan Overpower Mode - boosted health and super-strength!



Phase Cloak - Temporary Invisibility

The Phase Cloak agitates the user's molecules out of the visible light spectrum. The effect only lasts for 30 seconds: any longer and the user might suffer irreversible cellular damage. A weakness of the cloaking effect is that the wearer becomes visible for a moment during physical contact with non-phased bodies.

Hint: The 30 seconds begin immediately upon picking up the cloak.



Force Shield - Bullet Barrier

The Force Shield surrounds the body of the wearer and absorbs the impact of any projectile that strikes it. The shield can only absorb a limited amount of punishment before it collapses; as it grows weaker its intensity fades.

Hint: Picking up a shield will cause you to discard your current shield forever.

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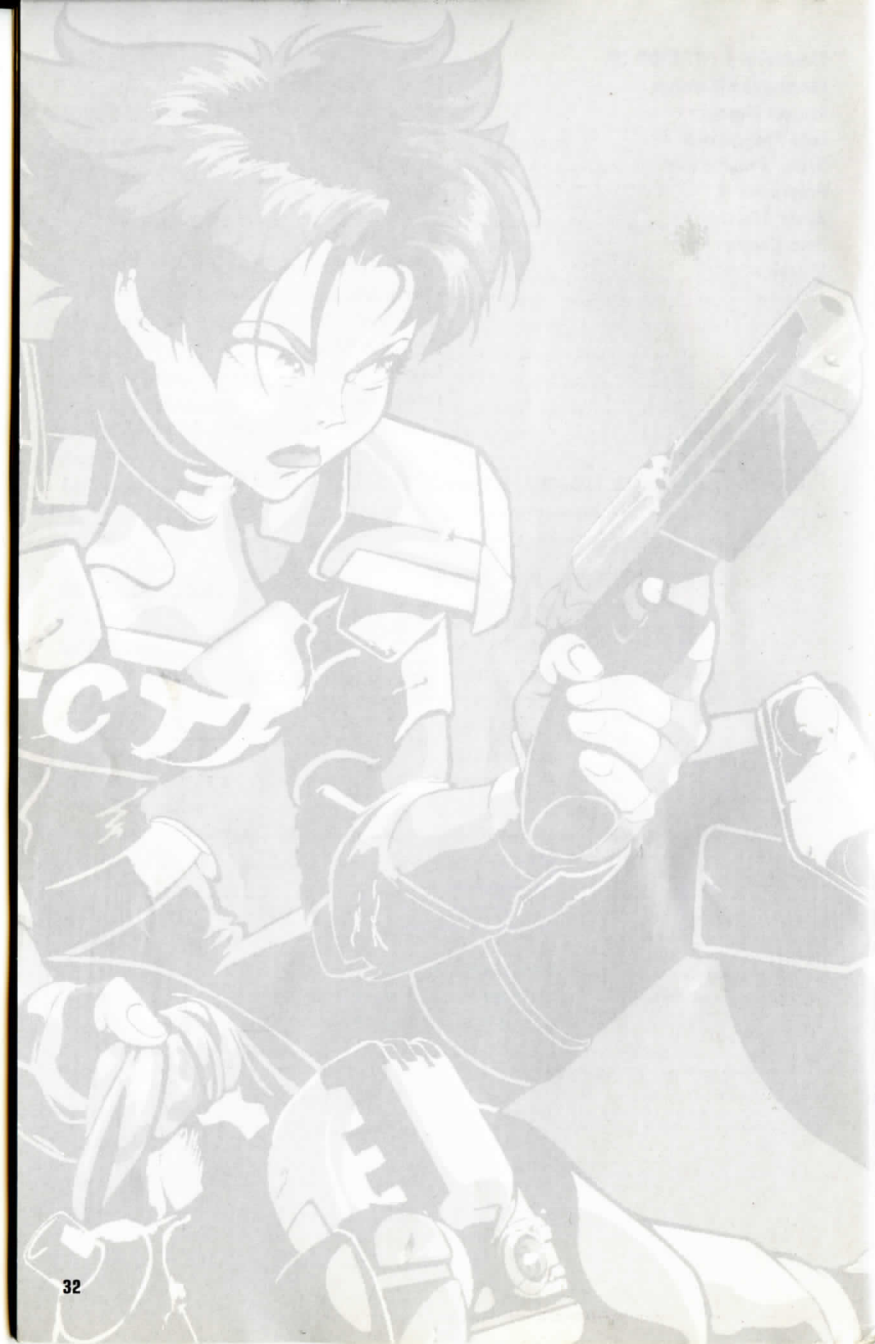
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• Sverige	08-587 610 00 Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.
• Schweiz/Suisse	0900 55 20 55 Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen.
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